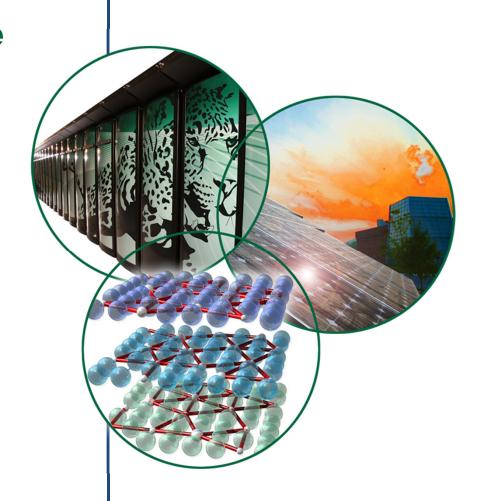
Toward Abstracting the Communication Intent in Applications to Improve Portability and Productivity

<u>Tiffany M. Mintz</u>, Oscar Hernandez, Christos Kartsaklis, David E. Bernholdt, Markus Eisenbach, Swaroop Pophale







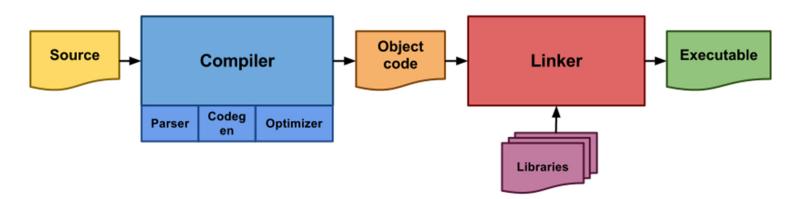
Content

- Motivation
- Related Work
- Approach
- Design & Implementation
- Experimental Results
- Next Steps



Why This Matters

- Communication missing from compiler's static analysis
 - Opportunities for automatic static optimization lost
- High level abstractions:
 - provide greater portability
 - enhances productivity
 - Easier to maintain





What Others Have Done: Bamboo

```
| Compute | Comp
```

- Annotations for MPI library calls
- Provides mechanism for static analysis and communication/computation overlap



What Others Have Done: OpenMPI (not the library implementation)

- OpenMP-like directives for incremental parallelization
- Express collective communication



Our Solution

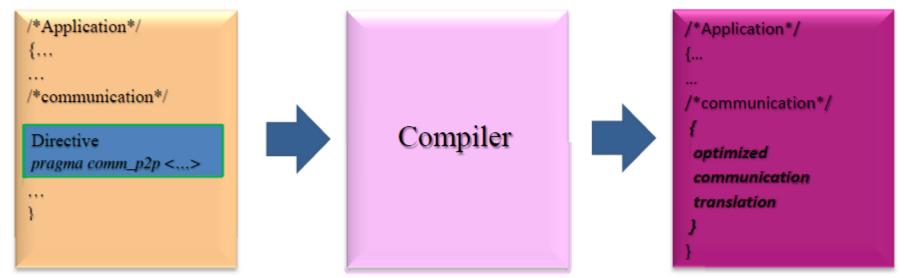
- Use directive language extensions to assert communication
- Translate directives at compile time to communication calls





Asserting Communication

- Directives: comm_p2p, comm_parameters
- Clauses:
 - sender, receiver, sbuf, rbuf
 - sendwhen, receivewhen, count, place_sync, max_comm_iter, target

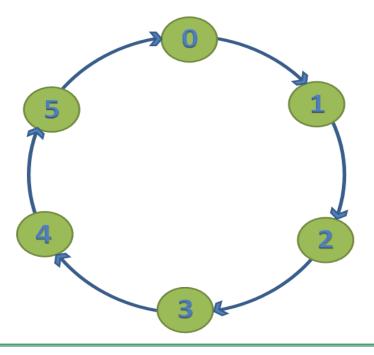




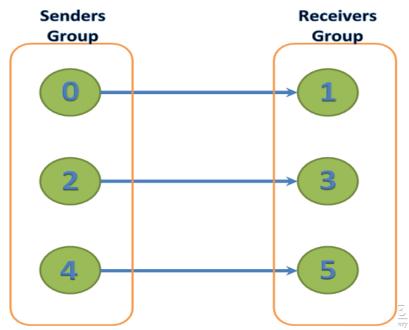
Examples

Ring communication pattern

```
prev = (rank-1+nprocs)%nprocs;
next = (rank+1)%nprocs;
#pragma comm_p2p sender(prev) receiver(next) \
    sbuf(buf1) rbuf(buf2)
```

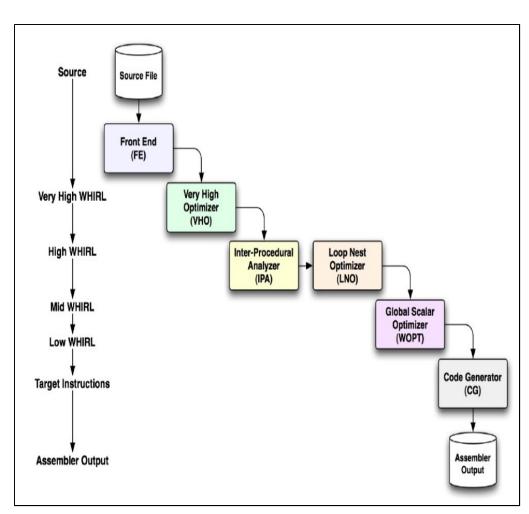


Communication scoping and parameter inheritance



Static Analysis and Optimizations

- Communication scoping
- Communication/co mputation overlap
- Flexible **Implementation**
- Data type handling
- Synchronization reduction



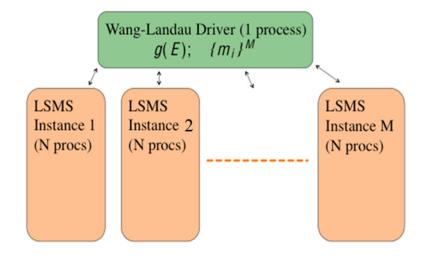
Open64 Compilation Phases



Scientific Application

WL-LSMS

- Wang-Landau (WL)
 - Monte-Carlo calculation
- Locally Self-Consistent Multiple Scattering (LSMS)
 - First principles electronic structure calculation

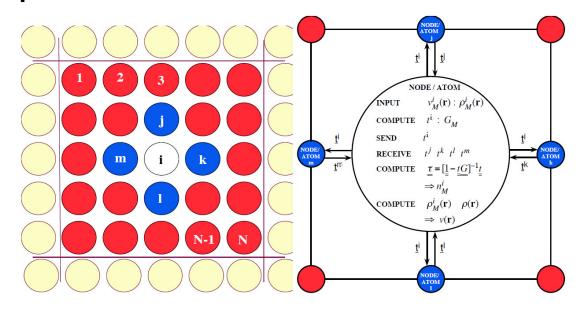


WL-LSMS Organizational View



WL-LSMS Communication

- Local Interaction Zone (LIZ)
 - Within each LSMS instance
 - Master-Worker process topology
 - Point-to-point communication



LIZ Communication Pattern



Single Atom Data Communication

```
if(comm.rank==from)
  MPI_Pack(&local_id, 1, MPI_INT, buf, s, &pos, comm.comm);
  MPI_Pack(&atom.jmt, 1, MPI_INT, buf, s, &pos, comm.comm);
  MPI_Pack(&atom.jws,1, MPI_INT, buf,s, &pos, comm.comm);
  MPI_Pack(&atom.xstart, 1, MPI_DOUBLE, buf, s, &pos, comm.comm);
  MPI_Pack(&atom.rmt, 1, MPI_DOUBLE, buf, s, &pos, comm.comm);
  MPI_Pack(atom.header, 80, MPI_CHAR, buf, s, &pos, comm.comm);
  MPI_Pack(&atom.alat, 1, MPI_DOUBLE, buf, s, &pos, comm.comm);
  MPI_Pack(&atom.efermi, 1, MPI_DOUBLE, buf, s, &pos, comm.comm);
  MPI Pack (&atom.vdif, 1, MPI DOUBLE, buf, s, &pos, comm.comm);
  MPI_Pack(&atom.ztotss, 1, MPI_DOUBLE, buf, s, &pos, comm.comm);
  MPI_Pack(&atom.zcorss, 1, MPI_DOUBLE, buf, s, &pos, comm.comm);
  MPI_Pack (atom. evec, 3, MPI_DOUBLE, buf, s, &pos, comm. comm);
  MPI_Pack(&atom.nspin, 1, MPI_INT, buf, s, &pos, comm.comm);
  MPI_Pack(&atom.numc, 1, MPI_INT, buf, s, &pos, comm.comm);
  t=atom.vr.n_row();
  MPI_Pack(&t, 1, MPI_INT, buf, s, &pos, comm.comm);
  MPI_Pack(&atom.vr(0,0),2*t,MPI_DOUBLE,buf,s,&pos,comm.comm);
  MPI Pack (&atom.rhotot (0,0), 2*t, MPI DOUBLE, buf, s, &pos, comm.comm);
  MPI_Pack(&t, 1, MPI_INT, buf, s, &pos, comm.comm);
  MPI_Pack(&atom.ec(0,0),2*t,MPI_DOUBLE,buf,s,&pos,comm.comm);
  MPI_Pack(&atom.nc(0,0),2*t,MPI_INT,buf,s,&pos,comm.comm);
  MPI_Pack(&atom.lc(0,0),2*t,MPI_INT,buf,s,&pos,comm.comm);
  MPI_Pack(&atom.kc(0,0),2*t,MPI_INT,buf,s,&pos,comm.comm);
  MPI_Send(buf, s, MPI_PACKED, to, 0, comm.comm);
if (comm.rank==to)
  MPI_Status status;
  MPI Recv (buf, s, MPI PACKED, from, 0, comm. comm, &status);
  MPI_Unpack(buf, s, &pos, &local_id, 1, MPI_INT, comm. comm);
  MPI_Unpack (buf, s, &pos, &atom. jmt, 1, MPI_INT, comm. comm);
  MPI_Unpack (buf, s, &pos, &atom. jws, 1, MPI_INT, comm. comm);
  MPI_Unpack (buf, s, &pos, &atom.xstart, 1, MPI_DOUBLE, comm.comm);
  MPI_Unpack (buf, s, &pos, &atom.rmt, 1, MPI_DOUBLE, comm.comm);
  MPI Unpack (buf, s, &pos, atom. header, 80, MPI CHAR, comm. comm);
  MPI_Unpack (buf, s, &pos, &atom.alat, 1, MPI_DOUBLE, comm.comm);
  MPI_Unpack (buf, s, &pos, &atom.efermi, 1, MPI_DOUBLE, comm.comm);
  MPI_Unpack (buf, s, &pos, &atom.vdif, 1, MPI_DOUBLE, comm.comm);
  MPI_Unpack (buf, s, &pos, &atom. ztotss, 1, MPI_DOUBLE, comm.comm);
  MPI_Unpack(buf, s, &pos, &atom.zcorss, 1, MPI_DOUBLE, comm.comm);
  MPI_Unpack (buf, s, &pos, atom. evec, 3, MPI_DOUBLE, comm. comm);
  MPI_Unpack (buf, s, &pos, &atom.nspin, 1, MPI_INT, comm.comm);
  MPI_Unpack (buf, s, &pos, &atom.numc, 1, MPI_INT, comm.comm);
  MPI_Unpack (buf, s, &pos, &t, 1, MPI_INT, comm. comm);
  if(t<atom.vr.n row())
    atom, resizePotential(t+50):
  MPI_Unpack (buf, s, &pos, &atom.vr(0,0), 2*t, MPI_DOUBLE, comm.comm);
  MPI_Unpack(buf, s, &pos, &atom.rhotot(0,0), 2*t, MPI_DOUBLE, comm.comm);
  MPI_Unpack(buf, s, &pos, &t, 1, MPI_INT, comm. comm);
  if(t<atom.nc.n row())
    atom.resizeCore(t);
  MPI_Unpack(buf, s, &pos, &atom.ec(0,0), 2*t, MPI_DOUBLE, comm.comm);
  MPI_Unpack(buf, s, &pos, &atom.nc(0,0), 2*t, MPI_INT, comm.comm);
  MPI_Unpack (buf, s, &pos, &atom.lc(0,0), 2*t, MPI_INT, comm.comm);
  MPI_Unpack(buf, s, &pos, &atom.kc(0,0), 2*t, MPI_INT, comm.comm);
```

Original communication source code

Communication_using directives

```
#pragma comm_parameters sendwhen(rank==from_rank)\
    receivewhen(rank==to_rank) \
    sender(from_rank) receiver(to_rank)

{
    #pragma comm_p2p sbuf(scalaratomdata) \
        rbuf(scalaratomdata) count(1)
    {
        }

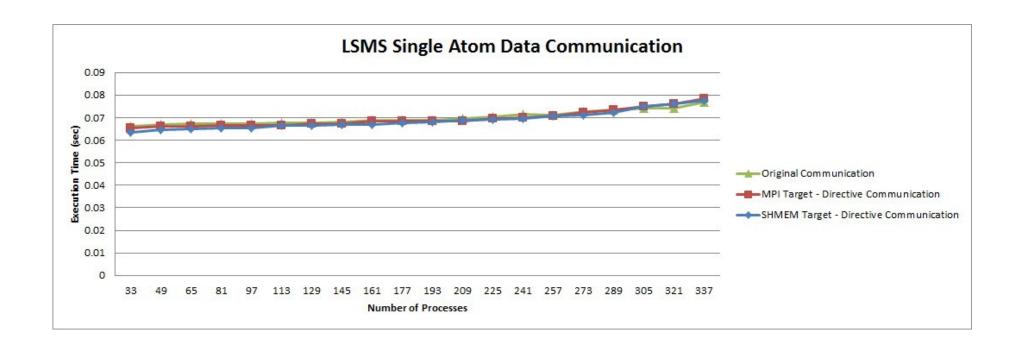
    #pragma comm_p2p sbuf(vr,rhotot) \
        rbuf(vr,rhotot) count(size1)
    {
        }

    #pragma comm_p2p sbuf(ec,nc,lc,kc) \
        rbuf(ec,nc,lc,kc) count(size2)
    {
        }

    }
}
```



Performance Comparison



- Experiments using MPI and SHMEM translations
- Performance comparable to original source code



Spin Configurations Communication

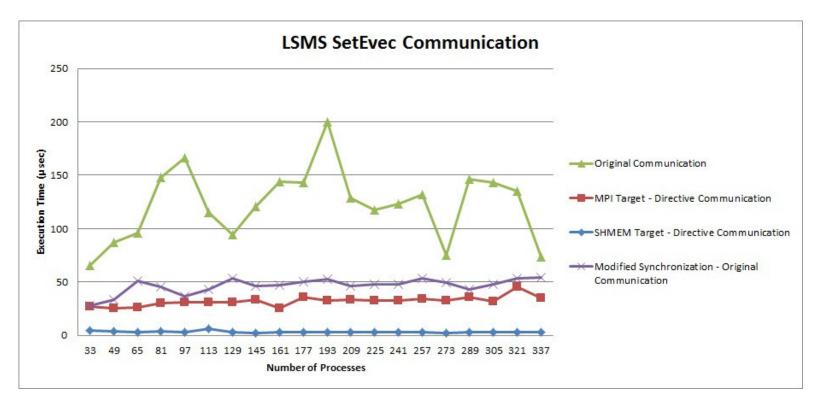
Original communication source code

```
while((rank == 0 && send p < num types)</pre>
     || (rank != 0 && recv p < num local))
if(n==0)
   /*write to local space*/
else
   #pragma comm_parameters sendwhen(rank == 0) \
    receivewhen (rank != 0) sender (rank0) \
    receiver(rcv rank) count(3) \
    max_comm_iter(num_types) \
    place_sync(END_PARAM_REGION)
    while((rank == 0 && n == types[send p].node)
        || (rank != 0 && recv p < num local))
     #praqma comm_p2p sbuf(&ev[3*send_p]) \
       rbuf(&local.atom[p].evec[0])
       calculateCoreState(comm, lsms, local, recv p
           ,!core states done);
```

Communication/computation overlap using directives



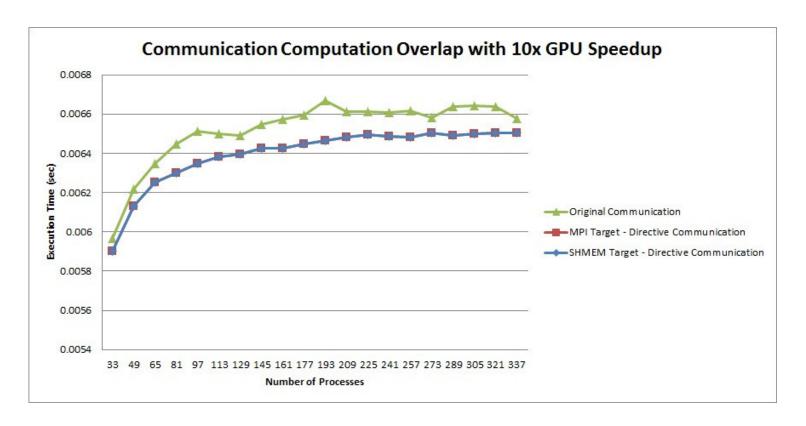
Communication Comparison



- Original synchronization caused poor performance
- After modifying synchronization:
 - MPI translation 1.4x speedup
 - SHMEM translation 14.5x speedup



Communication/Computation Overlap



- Current Computation/Communication ratio: 19 to 1
- Estimate 10x speedup with GPU acceleration



Looking Forward

Summary

- Higher abstraction for message passing communication
- Communication aware compiler
- Static analysis and optimization for message passing

What's Next

- Develop assertions for many-to-one, one-to-many patterns
- Extend data flow analysis
- Implement cost model for automated selection of communication calls



QUESTIONS?

